

Course Unit	Seminar		Field of study	Game Design	
Bachelor in	Game Design		School	School of Public Management, Communication and Tourism	
Academic Year	2017/2018	Year of study	3	Level	1-3
Type	Semestral	Semester	2	ECTS credits	6.0
Code	8309-414-3203-00-17				
Workload (hours)	162	Contact hours	T -	TP -	PL -
			TC -	S 20	E -
			OT -	O -	

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s) Carlos Sousa Casimiro da Costa, Lynn Rosalina Gama Alves

#### Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:

1. Display soft skills for entering the labor market.
2. Apply specific skills in a particular field of digital games, acquired throughout the course and complemented by the presence of a specialist.

#### Prerequisites

Before the course unit the learner is expected to be able to:  
Not applicable.

#### Course contents

The syllabus of this curricular unit is set each academic year. Topics relevant to the future professional activity of students will be discussed, complementary to those covered in the remaining curricular units, allowing to strengthen their professional profile, both in terms of specific and general skills.

#### Course contents (extended version)

1. Digital games and education;
2. Tools for entrepreneurship;
3. Case studies: work methodologies in companies.

#### Recommended reading

A sugerir por cada interveniente.

#### Teaching and learning methods

Sessions with experts in the fields of Digital Games, with content exposition, demonstration or active method.

#### Assessment methods

1. Single Alternative - (Regular, Student Worker) (Final, Supplementary, Special)  
- Reports and Guides - 100% (Evaluation by a jury recorded in minutes.)
2. Exchange students - (Regular, Student Worker) (Final, Supplementary, Special)  
- Reports and Guides - 100% (Evaluation by a jury recorded in minutes.)

#### Language of instruction

1. Portuguese
2. English

#### Electronic validation

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18-06-2018	20-06-2018	20-06-2018	20-06-2018